The following listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

Currently Amended

1. (Previously presented) A gaming assembly comprising;

means for accepting a wager from a player;

a display for displaying one of a plurality of symbols in each of a plurality of cells,

a random generator for randomly selecting a symbol to be displayed in each of said cells independently of the random selection of a symbol in each of the other cells,

a game control for controlling game play in a primary game mode and a secondary event mode for controlling images displayed on the display and detecting the presence of a predetermined winning combination of symbols and for awarding a prize in response to a winning combination, and

a selector for allowing a player to individually select the number of cells to be independently ~~on~~ of one another evaluated by the game control to detect the presence of a winning combination within the selected number of cells.

2. (Previously presented) An assembly as set forth in claim 1 wherein said plurality of cells includes three rows and three columns of cells and wherein said selector includes a sensor to allow the player to individually select a predetermined number of cells independently of one another.

3.   (Original)   An assembly as set forth in claim 1 wherein said game control is additionally arranged to trigger a secondary event mode in response to a secondary event trigger condition.

4.   (Original)   An assembly as set forth in claim 3 wherein said predetermined number of cells include one, three, five, seven or nine cells for selection by the selector.

5.   (Original)   An assembly as set forth in claim 1 wherein said display is a video display arranged to a simulation of a reel for each cell with each reel capable of presenting a plurality of said symbols.

6.   (Original)   An assembly as set forth in claim 1 wherein said random generator includes a symbol processor for changing the probabilistic distribution of symbols available for random selection and presentation in each of the cells in response to the number of cells selected by the player.

7.   (Original)   An assembly as set forth in claim 6 wherein said game control includes a pay-table defining winning combinations of symbols for each number of cells selectable by the player.

8.   (Original)   An assembly as set forth in claim 1 wherein said random generator includes a lucky symbol generator for selecting one said symbol as a lucky symbol for providing an increased prize in response to a winning combination including said lucky symbol.

9.   (Original)   An assembly as set forth in claim 1 including a predetermined number indicator for indicating on the display the number of cells selected by the player.

10.   (Original)   An assembly as set forth in claim 1 including a bet indicator for indicating the amount of a wager.

11.   (Previously presented)   An assembly as set forth in claim 3 including, in response to said secondary event trigger, the game control arranged to randomly select one of a plurality of positions and sending an object to one of said positions.

12.   (Original)   An assembly as set forth in claim 11 wherein said positions comprise representations of planets and said object comprises a space ship.

13.   (Original)   An assembly as set forth in claim 12 including an item selector for allowing the player to select a predetermined number of items.

14.   (Previously presented)   An assembly as set forth in claim 13 including an event programmer presenting an evaluation station and including a transfer device for moving the items through space to said evaluation station.

15.   (Original)   An assembly as set forth in claim 14 wherein said evaluation station comprises a pawn shop.

16.   (Original)   An assembly as set forth in claim 15 wherein said positions comprise representations of planets and said object comprises a spaceship and wherein said transfer device comprises the loading of said items onto said spaceship and said spaceship delivering said items to said pawnshop.

17.   (Original)   An assembly as set forth in claim 14 wherein said event programmer includes an award designator for awarding credits to said items at said evaluation station.

18.   (Original)   An assembly as set forth in claim 17 including a credit indicator for indicating the total number of credits awarded.

19.   (Original)   An assembly as set forth in claim 16 wherein said symbols include representations of a pawnshop, a spaceship, and at least one planet.

20.   (Previously presented)   A method for playing a game comprising the actions of;

a player individually selecting a number of cells independently of one another from a plurality of cells,

said player placing a wager with respect to said selected number of cells,

randomly selecting and displaying a symbol in each of the said plurality of cells independently of the random selection of a symbol in each of the other cells,

awarding a prize to said player in response to a predetermined winning combination of symbols occurring within said selected number of cells.

21.   **(Previously presented)**   A method as set forth in claim 20 including triggering a secondary event in response to the occurrence of a secondary event trigger.

22.   **(Original)**   A method as set forth in claim 21 wherein the said secondary event trigger is the display of at least a predetermined number of a predetermined one of said symbols within said selected number of cells.

{3|

23.   **(Previously presented)**   A method as set forth in claim 20 wherein said selecting comprises individually selecting a predetermined number of cells.

24.   **(Previously presented)**   A method as set forth in claim 20 wherein selecting comprises individually selecting said nine cells.

25.   **(Previously presented)**   A method as set forth in claim 23 wherein said selecting a number of cells comprises selecting one, three, five, seven or nine cells independently on one another.

26.   **(Original)**   A method as set forth in claim 20 wherein said displaying comprises displaying as a video display a simulation of a reel for each cell with each reel capable of presenting a plurality of symbols.

27.   (Previously presented)   A method as set forth in claim 20 including said random generator changing the probabilistic distribution of symbols for presentation in each of the plurality of cells in response to the said selected number of cells.

28.   (Original)   A method as set forth in claim 27 including establishing a pay-table for each of the winning combinations of symbols within the selected number of cells.

29.   (Original)   A method as set forth in claim 20 including randomly selecting and displaying one the symbols as a lucky symbol and awarding an increased prize in response to a winning combinations of symbols within the selected number of cells including the lucky symbol.

30.   (Original)   A method as set forth in claim 20 including indicating on the video display the number of cells selected by the player.

31.   (Original)   A method as set forth in claim 20 including indicating the amount of a wager.

32.   (Original)   A method as set forth in claim 20 including randomly selecting one of a plurality of positions and sending an object to one of the positions in response to said secondary event trigger.

33.   (Previously presented)   A method as set forth in claim 32 including representing the positions as planets and the object as a space ship.

34.   **(Previously presented)**   A method as set forth in claim 32 including selecting a predetermined number of items.

35.   **(Original)**   A method as set forth in claim 34 including presenting an evaluation station and moving the items through space to the evaluation station.

36.   **(Original)**   A method as set forth in claim 35 including presenting the evaluation station as a pawn shop.

37.   **(Original)**   A method as set forth in claim 34 including presenting the positions as planets and the object as a spaceship and loading the items onto the spaceship and delivering the items to the pawnshop via the spaceship.

38.   **(Original)**   A method as set forth in claim 35 including displaying animations and awarding credits to the player in relation to the items delivered to the evaluation station.

39.   **(Original)**   A method as set forth in claim 38 including indicating the total number of credits awarded.

40.   **(Original)**   A method as set forth in claim 37 including presenting the symbols as a pawnshop, a spaceship, and at least one planet.

41.   (Previously presented)   A readable recording medium recording a control program for playing a video slot machine game on a display and comprising:

a display for displaying one of a plurality of symbols in each of a plurality of cells,

a random generator for randomly selecting a symbol in each of said cells independently of the random selection of a symbol in each of the other cells,

a game control for awarding a prize in response to a predetermined winning combination of symbols,

a selector for allowing a player to individually select a number of cells independently of one another to be evaluated by the game control in determining the presence of a winning combination.

42.   (Original)   A medium as set forth in claim 41 wherein said random generator includes a symbol processor for changing the probabilistic distribution of symbols for presentation in the plurality of cells in response to the number of cells in said selected number of cells.

43.   (Previously presented)   A method for playing a game, comprising:

presenting a plurality of selectable cells,

individually selecting one or more of said cells independently of one another,

randomly presenting a symbol in said cells,

comparing said symbols in said selected cells with a schedule to determine one of a winning outcome, a losing outcome, and a bonus outcome, and

rewarding credits according to said pay schedule in the event of a winning outcome being determined and ending the game in the event of a losing outcome, and initiating a bonus event when a bonus outcome is determined.

B1